



ORCS AND GOBLINS

2500 - 7 073 POINTS



520 pts (7.00%) 500 pts (7.00%) 168 pts (2.00%) 470 pts (7.00%) 5415 pts (77.00%) 20 pts (0.00%)

Rare (25 Max) **Special** (50 Max) **Lords** (50 Max) **Heroes** (50 Max) **Core** (25 Least) **Mount** (0 NoLimit)

Lords



GOBLIN KING #1
Goblin King - Standard - Infantry - 20x20

168 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	5	4	4	4	3	5	4	8	Infantry
Model Rules	Light Armour									
Model Rules (Cave Goblin)	Hatred (Dwarven Holds) • Insignificant • Unruly									

Options Shield • Heavy Armour • Cave Goblin • Crown of the Cavern King - Goblin only Cannot be taken by a Large Target • Talisman of Supreme Shielding x1

Heroes



GOBLIN CHIEF #1
Goblin Chief - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Goblin	4	4	4	4	4	2	3	3	7	Infantry
Cave Goblin	4	4	4	4	4	2	4	3	6	Infantry
Wolf	9	3	-	3	3	1	3	1	3	War Beast
Model Rules	Light Armour									
Model Rules (Common Goblin)	Insignificant • Insignificant • Unruly • Unruly									
Model Rules (Cave Goblin)	Insignificant • Insignificant • Unruly • Unruly • Hatred (Army book: Dwarven Holds) • Hatred (Army book: Dwarven Holds)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									
Model Rules (Wolf)	Fast Cavalry • Mount's Protection (6+)									

Options Common Goblin • Heavy Armour • Mount : Wolf



GOBLIN CHIEF - BSB
Goblin Chief - BSB - Standard - Infantry - 20x20

105 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Model Rules	Light Armour									

Options Cave Goblin • War Standard • Dusk Stone x1



GOBLIN SHAMAN #3
Goblin Shaman - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
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Options Level 2 (Wizard Apprentice)

Magic Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods



GOBLIN SHAMAN #2
Goblin Shaman - Standard - Infantry - 20x20

100 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	2	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									

Options	Level 2 (Wizard Apprentice) • Cave Goblin • Tome of Arcane Lore (Heroes)
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods



GOBLIN SHAMAN #1
Goblin Shaman - Standard - Infantry - 20x20

120 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	2	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									

Options	Level 2 (Wizard Apprentice) • Cave Goblin • Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generate spells from Path of the Little Green Gods

Core



GOBLINS #1
Goblins x30 - Standard - Infantry - 20x20

1 290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x2 • Short Bows • Musician • Standard Bearer
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GOBLINS #2
Goblins x30 - Standard - Infantry - 20x20

1 290 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x2 • Short Bows • Musician • Standard Bearer
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GOBLINS #3
Goblins x45 - Standard - Infantry - 20x20

1 355 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options	Cave Goblin • Take up to 3 Mad Gits x3 • Short Bows • Musician • Standard Bearer
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GOBLINS #4
Goblins **x45** - Standard - Infantry - 20x20

1 480 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cave Goblin	4	2	3	3	3	1	3	1	5	Infantry
Bonus Champion	-	+1	+1	-	-	-	-	+1	-	
Mad Git	2D6	-	-	5	3	1	3	1	5	Infantry
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									
Model Rules (Mad Git)	Shambolic (2d6) • Running Amok!! • Ricochet (1d6) • Hard Target									

Options Cave Goblin • Take Nets • Take up to 3 Mad Gits x3 • Spears & Shields • Champion • Musician • Standard Bearer • Banner of Discipline

Special



GIT LAUNCHER #1
Git Launcher **x2** - Standard - Infantry - 20x20

180 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Git Launcher									



GNASHER DASHERS #1
Gnasher Dashers **x5** - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
Model Rules	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



GNASHER DASHERS #2
Gnasher Dashers **x5** - Standard - Infantry - 20x20

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Dasher	3D6	4	-	5	3	1	4	2	5	Cavalry
Cave Goblin	-	2	3	3	3	1	3	1	5	
Model Rules	Rows of Teeth • Immune to Psychology • Skirmishers • Oi, it bites ! • Fly (6) • Mount's Protection (6+) • Light Armour									
Model Rules (Cave Goblin)	Insignificant • Unruly • Hatred (Army book: Dwarven Holds)									



SPLATTERER #1
Splatterer - Standard - Infantry - 20x20

90 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Common Goblin (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Stone Thrower									



TROLL #1
Troll - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Troll	6	3	2	5	4	3	2	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									

Options	Common Troll
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TROLL #2
Troll - Standard - Infantry - 20x20

55 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Common Troll	6	3	2	5	4	3	2	3	4	Monstrous Infantry
Model Rules	Troll Belch • Fear • Stupidity • Regeneration (4+)									

Options	Common Troll
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Rare



GARGANTULA #1
Gargantula - Standard - Infantry - 20x20

255 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gargantula	7	4	-	5	6	8	4	8	-	Ridden Monster
Forest Goblin (8)	-	2	3	3	-	-	2	1	6	
Model Rules	Stubborn • Immune to Psychology • Swiftstride • Venomous Fangs • Strider • Innate Defence (4+)									
Model Rules (Gargantula)	Poisoned Attack									
Model Rules (Forest Goblin (8))	Light Lances • Short Bows									

Options	May take Web Launcher
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GNASHER WRECKING TEAM #1
Gnasher Wrecking Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
Model Rules	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									



GNASHER WRECKING TEAM #2
Gnasher Wrecking Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gnasher Wrecking Team	3D6	-	-	6	4	3	3	2	3	Monstrous Beast
Model Rules	Accident Prone • Look At 'Em Go! • Hard Target • Ricochet (1d6) • Shambolic (3d6)									



SKEWERER #1
Skewerer x3 - Standard - Infantry - 20x20

135 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Machine	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	4	2	3	3	3	-	2	1	6	
Model Rules	Insignificant • Ballista									

Magics

Magic items

Dusk Stone:

Crown of the Cavern King - Goblin only Cannot be taken by a Large Target:

Talisman of Supreme Shielding:

Tome of Arcane Lore (Heroes):

Dispel Scroll:

Magic banners

War Standard:

Banner of Discipline:

Model Rules

Accident Prone:

Ballista:

Distracting:

Fear:

Fly (6):

Git Launcher:

Hard Target:

Hatred (Army book: Dwarven Holds):

Hatred (Dwarven Holds):

Immune to Psychology:

Innate Defence (4+):

Innate Defence (4+):

Insignificant:

Lethal Strike:

Light Armour:

Light Lances:

Lightning Reflexes (only for their first round of combat in the game):

Look At 'Em Go!:

Magic Resistance (3):

Mount's Protection (6+):

Multiple Wounds (D3, Infantry and Cavalry):

Oi, it bites !:

Paired Weapons:

Poisoned Attack:

Regeneration (4+):

Ricochet (1d6):

Rows of Teeth:

Running Amok!!:

Shambolic (2d6):

Shambolic (3d6):

Short Bows:

Skirmishers:

Stone Thrower:

Strider:

Strider (Forests):

Strider (Water):

Stubborn:

Stupidity:

Swiftstride:

Throwing Weapon:

Troll Belch:

Unruly:

Venomous Fangs:

Qr codes of your army

Your can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

